

MAYHEM

Here's Andy Roberts to take you through the first part of our massive guide to Mayhem – an obscure game which appeared in the autumn of 1993 to a round of applause and a gentle sigh.

Can it really be a year since the 13-page *Creatures 2* tips special? Er, no. In actual fact it's thirteen months but heck, who's counting? The circumstances are the same, though; the extraordinary talents of John and Steve Rowlands have produced another classic game – *Mayhem in Monsterland* – and it's my task to expose everything the game has to offer, including the whereabouts of every hidden bonus, extra life, continue, and dust

bag. Make sure you're here for the next three months. You'll only find these tips in *Commodore Format*.



MAYHEM: A USER'S GUIDE TO DINO-DESTRUCTING

Walking: Mayhem has a variable walking speed, increasing the longer he walks (it takes a second or two to reach top speed). Mayhem is vulnerable when he's walking, but there is a more efficient method of travel throughout Monsterland...

Charge: When the charge icon has been collected (on the happy version of Jellyland), Mayhem is able to charge around at incredible speeds. In this state, most monsters can be killed simply by charging into them, but there are some exceptions (see the bit on monsters).

Skidding: When Mayhem is in charge mode, pushing the joystick in the opposite direction will make him skid (Mayhem is vulnerable while skidding). The longer the joystick is held, the shorter the skid. Experienced players can use long skids to their advantage, though (see finish line).

Ducking: Apart from ducking under bullets and the like, Mayhem's ducking ability allows him to get underneath low platforms (using a combination of walking and ducking movements). There are many hidden bonuses which can be reached using this technique. Mayhem can also duck whilst charging – just pull down on the joystick.

Jumping: Mayhem can actually jump approximately ten different heights, which depends how long the joystick is held in the 'jump' position. He will jump at least his own height (about 21 pixels), and can jump as high as 64 (3 times his own height). Mayhem can jump whilst walking and charging – needless to say he can jump much further when charging. If Mayhem jumps up and hits a

platform above, he'll cradle his head (very cute), but there are certain platforms which he can jump up through (likewise, he can drop through them by pressing fire and pulling down).

Falling: Mayhem can fall any distance and not suffer at all, unless he collides with an enemy (he will either kill it or die, depending on the monster – see monsters). He can also be guided as he falls, which comes in handy when platforms are scarce. Mayhem also has strength, which increases as he falls. For example, a monster with a hit-count of three will take three normal jumps to kill, but if Mayhem drops from the top of the screen the monster will die instantly.

Lives: Mayhem starts with 3 lives and 3 continues, and extra lives are earned for every 100,000 points scored. There is a little bug in the game which screws up the score display if it goes over 10 lives, but this doesn't affect the actual amount of lives remaining. He also has a half life, which is basically two chances per life. When Mayhem is hit by a monster, he will lose his half life (and gain temporary invincibility for roughly five seconds).

If he gets hit again, a life will be lost. Lives, continues, and half-lives can be restored by picking up bonuses (see bonus icons).

Time limits: Mayhem really has a tough task of making it through Monsterland, and the time limits increase the pressure even further. These limits vary from level to level, and it pays not to hang around too much. When the time reaches 60 and 30 seconds, a warning alarm

will sound and the time digits will flash. Take comfort in the fact that the time-limits are not real time – one second in the game represents one and a half seconds in real time. The time limits are restored when Mayhem loses a life (or indeed, collects the appropriate icon – see bonus icons).

Restart doors: These are little archways dotted throughout each level which can be activated by walking into them. When Mayhem dies, he'll return to the last door activated (if no door has been activated, he'll return to his default starting position). Only one restart door is active at any one time. As an added incentive to reach a restart door, Mayhem's half-life will be restored when the door is activated.

Magic dust: On the sad versions of each level, Mayhem is required to collect a designated quota of magic dust bags. Once the quota has been collected, Mayhem can proceed to Theo's cave to convert the level. Any further bags collected after the quota has been reached will earn Mayhem valuable bonus points. As you gain more experience, you can seek out the remaining bags.

Stars: The purpose of the happy level is to collect the required amount of stars shown by the star quota (this includes the big star – see bonus icons). When the quota has been reached, Mayhem can proceed to the finish line to complete the level (see finish line). Collect every single star and a Super Star Bonus will be awarded upon completion of the level – this will earn Mayhem 1,000,000 points and an extra life. The spinning stars hide a cunning secret: the faster they are spinning, the more points they're worth.

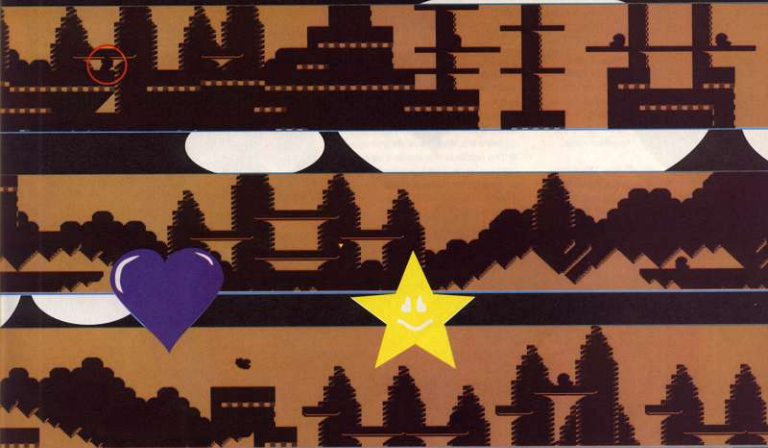


SAD JELLYLAND



MAYHEM: SAD JELLYLAND





And so, in a miracle of how much can we possibly fit on a page, it's the complete exposé of the slightly depressed level of Jellyland... have fun.



-RINGED ALIENS LEAVE MAGIC DUST

So all you have to do is run around killing little blokeys and collecting the dust they leave in

order to scatter it all over the slightly depressed Jellyland to cheer it all up again!



Exhausted, Mayhem finds a handy little restart doorway.

Different page, same game. Here's Andy Roberts with the second load of blurb to accompany the Mayhem maps.

Finish line: The finish line is surrounded by large black & white checkers, and will start to animate when the star quota has been reached. Skidding across the finish line (as opposed to merely walking across it) will result in a skid bonus, depending on the length of the skid. It's worth taking a little run up before skidding across to build up the extra speed. Oh, and the current record is 25, held by yours truly.

Bonus icons: There are nine different bonus objects (excluding the dust bags).

Apart from those left lying around by careless, er, bonus droppers, certain monsters will leave bonuses behind when killed. Mayhem need only collide with a bonus to collect it. Unlike some other classic games from the genre, bonuses do not disappear after a short period of time (luckily enough). And the lucky bonuses are:

● The charge icon which looks like a bolt of lightning, but is only found on the happy version of Jellyland. Once collected, Mayhem will have charge capability for the rest of the game.

● The score multiplier which, for obvious reasons, looks like a rabbit, but does a whole lot more than that. Once collected, it will multiply any points scored. Multipliers wear off after a short time, so you'll need to be quick to

build up a multiplier (each grade of live (which is the maximum) multiply bonus points no... including the super star bonus. Some extra time

which looks like the alarm clock from Beauty and the Beast, but is animated a little better. It will freeze the time counter for a short period of time, and is especially useful if the time is below 30 seconds.

● Half life, represented by a blue heart which restores Mayhem's half life if he's lost it.

● An extra life which is shown by a red heart, and will quite simply give Mayhem an extra life. Well, what did you expect?

● The continue represented by a rainbow heart. This is a prized commodity throughout Monsterland. It awards Mayhem with an extra continue, which is effectively three lives.

● Stars shown as a big yellow star, will give Mayhem ten extra stars (thus reducing the amount of stars remaining for the quota).

● The shield is the creme de la creme - it will give Mayhem a temporary shield allowing him to run around and kill monsters at will. It looks pretty cool.

HIDDEN BONUSES

There are dozens and dozens of bonuses littered throughout Monsterland, but a third of them are invisible, which makes finding them a little difficult.

Many of them are tucked away in various rooms, gaps, and cubbyholes, and some are dotted around in random locations and can be found by jumping (often by accident). Others are placed in highly dangerous situations

— only those with the courage to experiment will find them. Well even if you're a coward, you can find these bonuses by checking out the funky maps elsewhere in this section.

MONSTERS

Although they appear as cute and jolly, the many varied inhabitants of Monsterland are deceptively dangerous. Most of them can be killed either by

jumping on their heads or charging into them, but there are certain types which require a different approach.

The spikey monsters are trouble, basically. If a monster has spikes on its head, rest



assured you cannot

jump on it. If there are spikes on its back, you can't charge into the back of it. Check out the monster information next to the relevant level.

A shell monster's shells have a similar affect to spikes, except that shells won't kill Mayhem — if he charges into a shell he will bounce straight off.

Springboard monsters are more of a utility than an opponent, and can be used to reach high platforms, bounce across gaps, or collect bonuses placed in awkward places. If Mayhem charges into a springboard monster, prepare to jump quite a hefty big distance.

Inflator monsters are very similar to springboards, except that Mayhem must time his jump carefully to avoid the monster's spikes.

Indestructible monsters just have to be endured. Let's face it, there are some monsters which are just too tough for little Mayhem to kill. Mayhem will bounce off if he charges into them (which looks quite amusing), and will bounce off if he lands on their heads.

Bandits are found only on selected levels, and will steal stars from Mayhem on contact (up to a certain amount). They won't steal enough stars to prevent Mayhem from finishing the level, but you can kiss goodbye to any chances of a super star bonus. So there.

And if you're not equipped to complete the level now, you should go in for some intensive joystick training at the weekend.



SAD JELLYLAND

COMMODORE FORMAT 40 January 1994